CAT. NO. 26-9649

DONUT DILEMMA
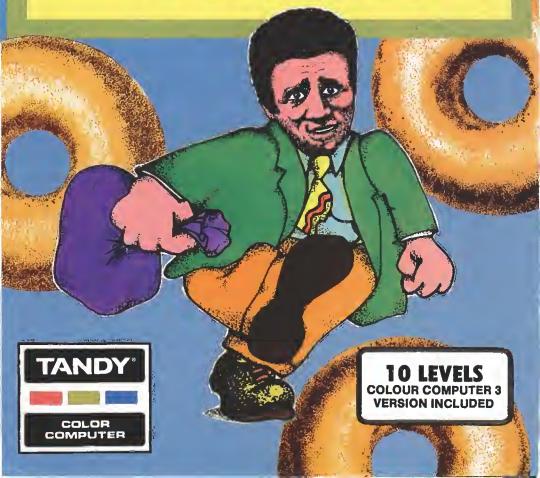
TANDY®

COLOR COMPUTER

10 LEVELS
COLOUR COMPUTER 3
VERSION INCLUDED

HOW TO LOAD DONUT DILEMMA

1.   Turn on computer and TV.

2.   Remove all joysticks from computer.

3.   Place appropriate side of cassette into recorder.

4.   Rewind cassette to start.

5.   Type CLOADM and press <ENTER>.

6.   Press the PLAY button on the recorder.

7.   After the program finishes loading, type EXEC and press <ENTER> to
        start.

If you get an I/O ERROR message, check the volume setting on your recorder.
Adjust higher or lower if necessary and repeat steps 2 - 5. If error persists,
fast forward cassette to the backup copy immediately after original copy.

NOTE: The standard version of Donut Dilemma will also work on the Colour
Computer 3. The Colour Computer 3 version has been designed to work best when
using the Tandy CM-8 RGB monitor.

GAME PLAY

For each floor level except floor 10, you must get to the small elevator
platform which will then take you up through the ceiling and into the next
floor level. Unfortunately, the three circuit breakers (the flashing squares)
which activate the elevator have been switched off. You must therefore
activate all three circuit breakers to activate the elevator. Bouncing donuts
will be in your way and the only way to get past them is to "POP" them by
throwing a handfull of dough mix at them. To get some dough mix, you must
firstly get the purple bag which contains 5 handfulls of dough. Your main
goal is to reach floor 10 and deactivate the power generator which will
restore law and order in Antonio's Donut Factory.

KEYBOARD CONTROLS

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Walk left.................................. Left arrow key
Walk right............................... Right arrow key
Climb up ladder............................ Up arrow key
Climb down ladder........................ Down arrow key
Jump up.......................................... Spacebar
Jump left.............. Spacebar & left arrow key together
Jump right............ Spacebar & right arrow key together
Throw dough left...... Up/Down arrows together & left arrow
Throw dough right.... Up/Down arrows together & right arrow
Panic Button....... P refills dough bag/stalls timer, ONCE!
Game Pause...................... SHIFT and @ keys together
Abort Game.................. SHIFT and BREAK keys together
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Color Computer 3 version: Use ALT & CTRL instead of Up & Down arrows.

FLOOR DESCRIPTIONS

FLOOR 1 : Ladders & Platforms   FLOOR 6 : Chopper Block
FLOOR 2 : Fat Spurters   FLOOR 7 : Puzzle Platforms
FLOOR 3 : Sugar Sprinkler   FLOOR 8 : Berserk Bucket
FLOOR 4 : Cream Blaster   FLOOR 9 : Crumble Caper
FLOOR 5 : Conveyor Belts   FLOOR 10: Power Generator

SCORING

Bouncing Donut................... = 200 points
Circuit Breaker.................. = 100 points
Completion of 1 floor level...... = (Bonus Timer) x 10

MISCELLANEOUS

(A)   In order to master Donut Dilemma, you must firstly master the keyboard
        controls.

(B)   When you start a game, you will have the option to select a practice
        game. A practice game is just like a proper game except that there is
        no scoring and you have unlimited lives. To exit from the practice
        mode, press SHIFT & BREAK together (abort).

(C)   If the program is left alone while displaying the title page, it will
        switch to the Donut Busters page followed by a floor display mode.

COLOUR ADJUSTMENT

Donut Dilemma uses a special technique to achieve extra colours from the Tandy
color Computer's four color PMODE 3 mode when used with an Australian standard
colour TV. The Color Computer 3 version of Donut Dilemma does not use this
technique since it assumes that you will be using the Tandy CM-8 RGB monitor
which doesn't support this colour technique.   When you first start up the
game, it will display a grey or blue coloured screen. Press the <RESET> button
at the back of your computer until this screen is blue. This is to set up the
correct colour attributes for AUSTRALIAN TV SYSTEMS. You may need to adjust
the tuning on your TV set if you have difficulty in getting a reasonable blue.

MINIMUM SYSTEM REQUIREMENTS

* Tandy 64K Colour Computer 1 or 2, Tandy 128K/512K Colour Computer 3
* Cassette player
* TV set (colour for best results)

GAME OBJECTIVE

Angry Angelo has raided Antonio's Donut Factory sending the entire complex amuck! Donuts have come alive and are jumping around in wild frenzies. Machines have gone out of control throwing cooking fat, dough and icing sugar everywhere! You must help poor Antonio climb ladders, jump platforms and ride elevators to reach the top floor and shut down the factory's power generator which will restore law and order.
Donut Dilemma features 10 all different, full colour screens of crazy factory floor space!

This game proudly programmed and produced in Australia.

Designed and programmed by Nickolas Marentes
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